Odyssey of the Mind Hands-On Spontaneous Problem: Raisin' Raisins

- A. When the team members enter the room, tell them this is a hands-on problem.
- B. JUDGE READS TO TEAMS: (Do not read material in parentheses.)
 - (1) This is a two-part problem. In Part I, you will have 8 minutes to build your device. In Part II, you will have 3 minutes to test your solution.
 - (2) Your problem is to build a device that will lift a raisin and hold it in place. The raisin will be lifted by placing other raisins on your device.
 - (3) You will be given materials to build your device. Nothing else may be used.
 - (4) The device may touch only the table. You may not touch it during testing.
 - (5) When Part II begins, you will be given 20 test raisins to place on your solution.
 - (6) You may test your solution any time during Part II.
 - (7) When you are ready, the starting height of the raisin will be measured. When you are finished testing, the final height of the raisin will be measured.
 - (8) You may test your device more than one time during Part II; however, only your last test will count for score.
 - (9) You may work on your device between tests in Part II, but not during a test.
 - (10) You will be scored as follows:
 - (a) You will receive 3 points for each ¼ inch the raisin is lifted.
 - (b) You will receive 2 points each for the first ten unused raisins
 - (c) You will receive 1 to 10 points for how well your team works together.

(Say "I repeat," and repeat numbers 2, 4, and 7-0. Then instruct the team to begin.)

C. FOR JUDGES ONLY:

- 1. The intent is to build a device that will lift a raisin from its resting height to a greater height, using the force created by adding other raisins. Solutions may include seesaw structures, a string over a block with weights on each side, a structure whose end is held back like a catapult and the test raisins release the counter force, and other ideas beyond our imagination.
- 2. Have a set of the following building materials ready for each team before it enters the room.

1 raisin 8 adhesive mailing labels 8 plastic straws
20 wooden toothpicks 1-inch cube of clay 15 pieces spaghetti
5 paper clips 2-18" pieces of string 2 Styrofoam cups
2 pieces of wood, approximately 2" x 4" x 8"

- 3. Be sure to allow 8 minutes for Part I and 3 minutes for Part II. Warn the team when 1 minute and when 30 seconds remain in both Part I and Part II.
- 4. Give the team 20 test raisins before beginning Part II.
- 5. The team may work on its solution during Part II but most stop before testing it. After testing its solution, the team may resume working on it. If the team works on it during testing, that test will not count. If the team requests its solution to be scored, stop Part II; otherwise stop the team when Part II time ends.